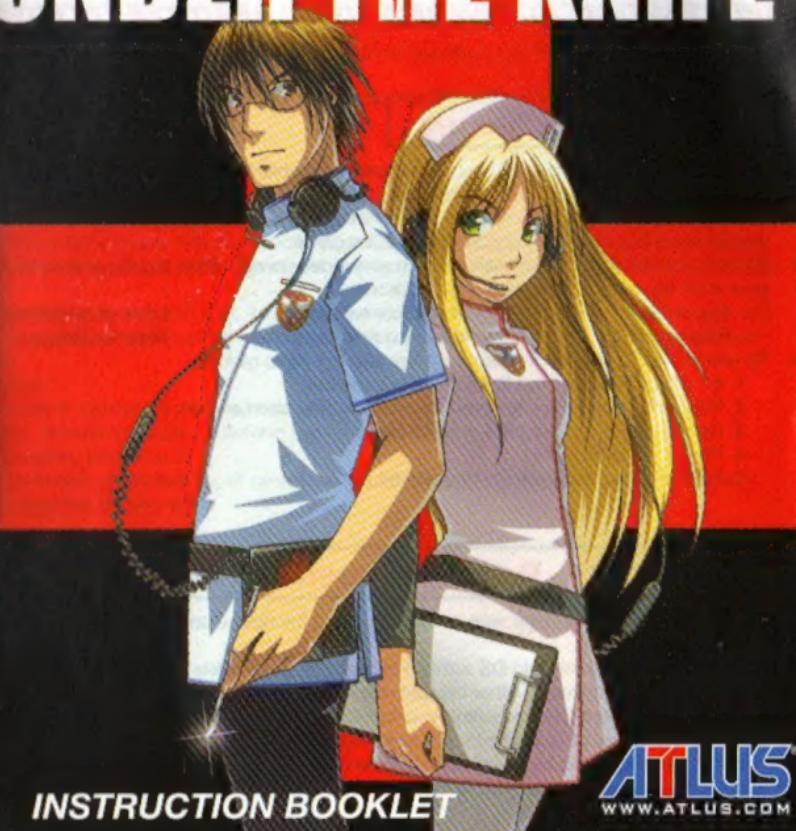




EmuMovies

NINTENDO DS™

TRAUMA CENTER™ UNDER THE KNIFE



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTNEDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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manufactured by Nintendo. Always
look for this seal when buying
video game systems,
accessories, games
and related
products.*



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THIS GAME CARD WILL WORK ONLY WITH
THE NINTENDO DS™ VIDEO GAME SYSTEM.



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*The characters and events depicted in this game are fictitious. Any similarities to organizations, people (alive or dead), hospitals, or cutting-edge medical techniques are merely coincidental.

Disclaimer:

Please do not attempt any of the operations from this game in real life.



CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Prologue

In the year 2018, mankind has overcome a number of diseases once thought incurable. Cancer, AIDS, and TFTA are nearly things of the past. However, a new plague has emerged to threaten humanity...

...it's called GUILT (Ganglia Utrophin Immuno Latency Toxin).

Very little is known about this new disease, but rumor has it that GUILT might be the first biological weapon used for "medical terrorism." Our only hope may lie in Caduceus International—a semi-covert organization designed to research and treat the world's most "untreatable" diseases. Caduceus has managed to keep GUILT hidden from the public so far, but how can they possibly eliminate a disease they don't even know how to treat properly?

Meanwhile, Derek Stiles has just completed his residency and joined the surgical team at Hope Hospital, where routine clinical cases are about to become something far more serious...

Character Charts

Here are some of the characters Derek will encounter at Hope Hospital and beyond.



Name

Derek Stiles

Age

26

This young surgeon is the main character of the game. He just completed his residency, and he's eager to start operating as a full-time surgeon. Derek decided he would become a doctor after he lost his father to an incurable illness. He'll soon discover that there's a lot more to surgery than good intentions.



Chart No. 002

Nurse at Hope Hospital

Name	Angie Thompson
------	-----------------------

Age	21
-----	----

Angie is a young but experienced nurse who was raised in a well-educated family. She transfers to Hope Hospital, where she's to be trained as Mary Fulton's replacement. Nurse Thompson isn't very impressed with Dr. Stiles at first, but her trust grows after a number of hardships draw them together. She can be childish and moody from time to time.



Chart No. 003

Surgical Assistant at Hope Hospital

Name	Mary Fulton
------	--------------------

Age	39
-----	----

Hope Hospital's senior surgical assistant. She looks after the younger staff and is admired by all, despite her tendency to nag. When she transfers to another hospital, Angie takes her place as Derek's assistant.



Chart No. 004

Senior Surgeon at Hope Hospital

Name	Greg Kasal
------	-------------------

Age	35
-----	----

Dr. Kasal's surgical skill, coolness under pressure, and reliability earned him a position as Hope Hospital's Senior Surgeon. He's the manager of the office for all intents and purposes, and is a kind person. However, he takes his job very seriously, and expects others to do the same.



Chart No. 005

Director of Hope Hospital

Name	Robert Hoffman
------	-----------------------

Age	62
-----	----

At one point, Dr. Hoffman was an exceptional surgeon, but he stopped practicing 20 years ago. Now he's the Director of Hope Hospital, letting Greg Kasal have the glory of the operating room.



Chart No. 006

Patient

Name **Linda Reid**

Age 17

A high school student suffering severe depression about living up to her parents' high expectations. She's admitted to Hope Hospital after a severe nervous breakdown, but her true condition may run much deeper than that.



Chart No. 007

Patient

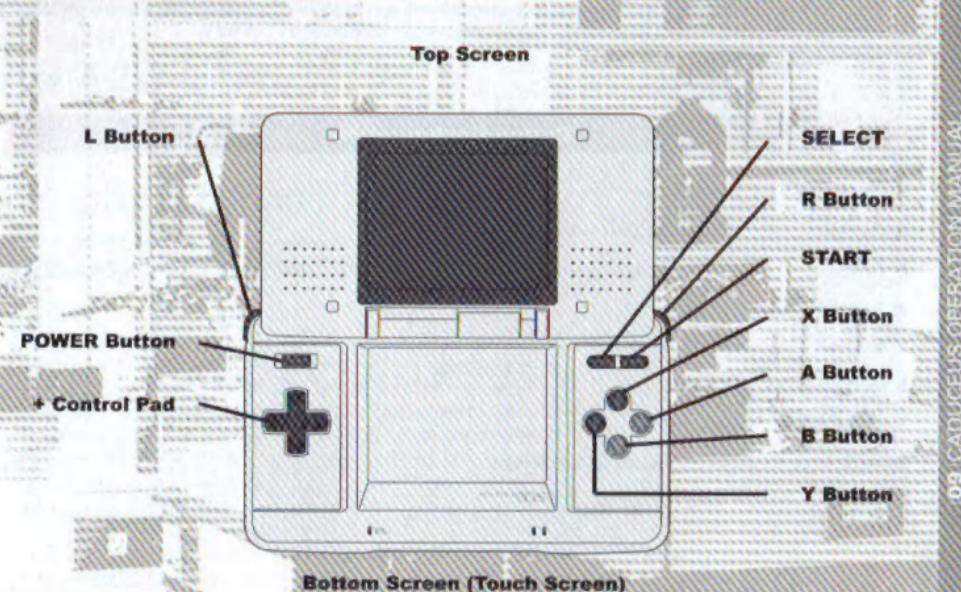
Name **Amy Chase**

Age 8

Amy fell ill, but kept it a secret so her parents wouldn't be worried. Unfortunately, her condition progressed too far before anyone took notice, and now she may be beyond treatment. She tries to keep a cheery attitude in front of others, but often cries when alone. Amy's brother is a doctor, and she often worries about the pain her illness might be causing him.

Basic Controls**Master the Touch Screen to operate effectively.**

While playing "Trauma Center: Under the Knife," story dialogue and guidance will appear on the upper screen, while game play will take place on the lower screen (Touch Screen). Screenshots in this manual with a gray border represent the Top Screen, and screenshots without a border indicate the Touch Screen.

Nintendo DS Controls

Use the Touch Screen for Basic Controls

In "Trauma Center," everything can be controlled with the Touch Screen. The +Control Pad and the A Button can also be used to continue conversations and to save and load games if you'd prefer. However, you always have to use the Touch Screen when operating on patients.

Button Configuration

+ Control Pad	Move cursor
A Button	Make selection / Continue Conversation
B Button	Selects "Return" from the LOAD screen and "Exit" from the OPERATION CHALLENGE
X Button	Not used
Y Button	Not used
L Button	Not used
R Button	Not used
SELECT	Speed through conversations
START	Pause the game

Deleting Saved Games

Hold down the L Button, R Button, Up on the +Control Pad and START when beginning the game to enter the data format menu. Select "Yes" to reformat the game's save data. Keep in mind, data erased in this way cannot be recovered.

Game Modes

There are three options available from the title screen.

Two Ways to Play

You'll need to decide whether you want to play in the Main Story mode, or try out the Operation Challenge mode. Make your selection with the Touch Screen, or use the +Control Pad to move the cursor and press the A Button to confirm your choice.

Top Screen

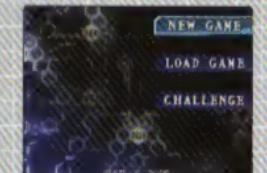


NEW GAME

Begin a new game. You'll start in Chapter 1 and move on as the story progresses.

LOAD GAME

Continue a previously saved game. Touch a file to load its data or use the +Control Pad and the A Button to make a selection.



OPERATION CHALLENGE

Here, you will be able to challenge any operation that you've already completed in the main game. You can also view the rank and score you earned for each one. Beat your high scores!

Bottom Screen
(Touch Screen)

Saving the Game

After each episode, you'll be asked if you'd like to save your game. By selecting "Yes" with the Touch Screen or the A Button, you'll be able to choose where to save your game (3 files available). After making a selection and saving the game, you can return to the story by selecting "Return" or by pressing the B Button to select it automatically.

How the Game Works

"Trauma Center" involves completing operation "stages" in between plot scenes where the storyline unfolds.

The character moves automatically on the map screen, starting at Hope Hospital and eventually moving to other locations. You can advance conversations using the Touch Screen or by pressing the A Button.



Progression

Map Screen / Conversations

Here, the doctors will discuss the necessary procedures for the upcoming surgery. Make sure to pay attention! The briefing should explain what to do in the next stage.



Operation Briefing

Use your surgical skill to treat the patient as discussed during briefing. Use the stylus and the Touch Screen to perform surgery. Refer to page 13 for further details on surgery procedure.



Procedure

If the operation is a success, the Results Screen will appear, calculating your score for that operation. Afterwards, the save screen will appear and prompt you to save your data. Then, the story will continue into the next episode.



Results Screen

Operation

It's no substitute for medical school, but this section should explain how the game is played.

Understand how Operations are Set Up

During operations, the top screen will display important information, as well as guidance from your assistant. Even though you'll be concentrating on the patient, it's important to glance up at the top screen often, lest you miss important details.



OPERATION SCORE

Displays your current score. Points are added depending on how well you operate. You'll receive a total score on the result screen, and be ranked accordingly.

MISS LIMIT

Indicates the mistakes you're allowed to make in a given operation. Every time "Miss" appears on the bottom screen, one of the blue marks will disappear. If all the blue marks are gone, you automatically fail the operation and the game ends.

TIME LIMIT

The time limit for the current operation. When time runs out, you automatically fail the operation and the game ends.

Select the appropriate instrument with the Touch Screen.

The operation is conducted by using the different instruments for different situations. Here are the descriptions of what the different information displayed means.



① Indicates the patient's vitals (hit points). If this reading drops to 0, the game will end.

② Displays electrocardiogram readings. The color changes as vitals drop.

③ The CALL sign is displayed when your assistant has advice to offer. Press the A Button or touch the CALL sign to listen to them.

④ This is where the operation takes place. Choose your instruments and make your move.

⑤ To select an instrument, just touch the appropriate icon.

⑥ This tray appears when you pick something up with the forceps, so you can dispose of it. When the syringe is selected, vials will appear in this space (refer to page 22 for further explanation).

Messages that Appear During the Operation

The condition of the patient and the operation situation changes every moment. Understand the marks that are displayed during an operation and what conditions they describe in order to administer the appropriate treatment.



Operating takes skill and precision!

You can tell how well you're doing during an operation by watching the messages that appear. If you do something wrong, MISS will appear. If you take the correct action, OK will be displayed, along with a message evaluating your performance. Remember that your score is determined by how well you do, and MISS will cause you to lose points (also, you cannot continue the operation until you score an OK). If too many MISSes accumulate, the game will end.

Action Messages

MISS : Correct your mistake

OK : Continue the operation

Score Breakdown	
High	COOL
	GOOD
Low	BAD

Don't Exhaust your Supply of Instruments.

There's a small gauge in each instrument's icon which decreases as the tool is used. When there are no uses left, the icon will turn gray and you'll have to wait a short time before using that instrument again. Your supply will be renewed, but it's important not to overuse the instruments.



The Result Screen and Game Over

When an operation is completed, the result screen will appear before the story continues. Remember that failing to complete an operation will result in a Game Over—there are no second chances.

The Result Screen Confirms your Score and Rank.

In the result screen, VITAL BONUS, TIME BONUS, and SPECIAL BONUS points will be added to the operation score depending on how the operation was carried out. The ranking is decided upon the total score given for that operation. The results of successfully completed operations can be viewed under CHALLENGE (p11) on the main menu, and can be re-challenged at any time.



Move Quickly but Accurately.

There are two guidelines in a given operation: MISS LIMIT and TIME LIMIT. Exceeding either of these will end the game, so you'll need to operate efficiently and without making too many mistakes. Also keep an eye on the patient's vitals, and use an injection to raise them if necessary.

Game Over occurs if...

- You exceed the MISS LIMIT
- You exceed the TIME LIMIT
- Patient's vitals drop to zero

Surgical Tools and their Effects

Instruments are lined up along the sides of the Touch Screen as icons. Learn how to use all 10 of them properly.



Laser

The laser incinerates tumors and viruses.



Scanner

It's used to find concealed tumors or to magnify affected areas.



Antibiotic Gel

A potent medication used for disinfection. It can also heal small wounds.



Scalpel

A blade to make incisions and excise/remove tumors and other objects.



Drain

A long tube for removing fluid from the area of operation, primarily blood.



Stitches

Use the needle to suture incisions and other delicate areas.



Forceps

Extract harmful materials and pick up delicate objects like synthetic membranes.



Syringe

This is necessary for injecting various medications.



Hand

Take a hands-on approach to various actions, such as heart-massage and membrane application.



Bandages

End an operation by applying tape to the sutured area.

Medical School in Five Pages

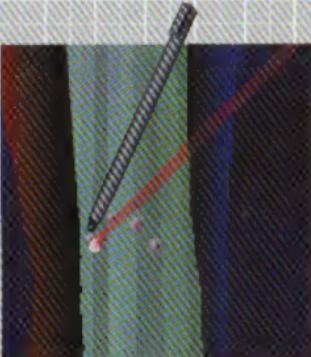
Your medical tools are versatile, and necessary in a variety of situations. Here are more detailed breakdowns of each instrument's functions.



Laser

Use for Symptoms: small tumors, parasites, etc.

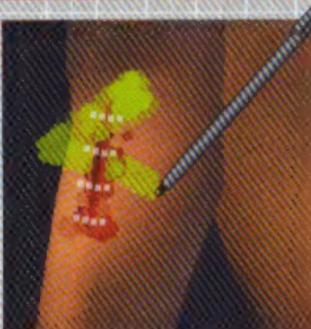
The laser is applied to wherever you touch on the Touch Screen. It will continue for as long as you touch the area, but be careful; too much exposure will damage the organ. Keep an eye on the patient's condition while using the laser. If it opens up an injury, drain any blood and treat the wound with antibiotic gel.



Antibiotic Gel

Use for Symptoms: lacerations, wounds that require disinfection, etc.

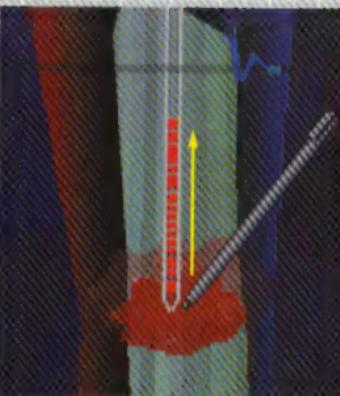
You apply gel by touching the affected area and tracing where you'd like to use it. It's used to heal small wounds, disinfect incisions, blocking parasites, and relieving hemorrhages. You can continue to apply gel if there's no effect at first, but keep an eye on your supply—you shouldn't overuse it.



Drain

Use for Symptoms: blood hemorrhaging, fluid buildup, etc.

A long tube appears where the screen is touched. Position it above blood pools or other affected area and trace the stylus upward in order to drain the fluid. If there's a lot of fluid, you may need to drain more than once—simply remove the stylus and try again.



Forceps

Possible Uses Include:
removal of foreign objects

To extract a foreign object from the patient's body, touch it with the forceps and slide the stylus without lifting it from the Touch Screen. Remove the object in the opposite direction that it entered the body. If you remove the stylus mid-removal or try to extract the object in the wrong direction, you will hurt the patient and it will count as a MISS. Once you've successfully removed an object, place it on the tray that appears in the lower right corner of the Touch Screen.

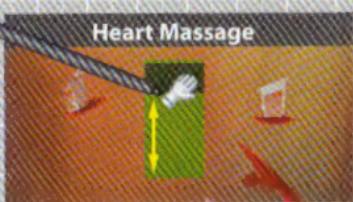




Hand

Possible Uses Include: heart massage, the Healing Touch

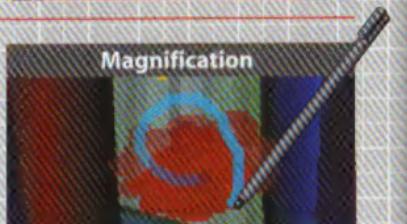
If a patient goes into cardiac arrest, you'll need to make use of the hand icon. First apply antibiotic gel, then trace the on-screen rhythm bar to perform a heart massage. As the story continues, Derek will learn an ability called the Healing Touch. In order to use the Healing Touch, tap the hand icon twice quickly so that a star appears, then draw a star on the screen. This can only be used once per operation, but it may help you complete otherwise unsolvable operations.



Scanner

Possible Uses Include: magnifying an affected area, searching for hidden tumors, etc.

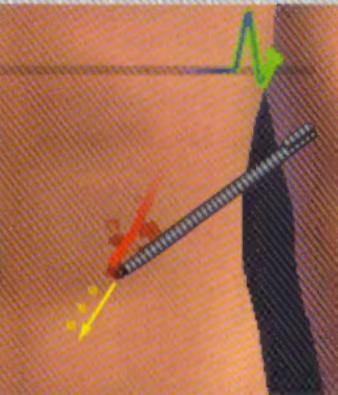
The scanner can be used as a magnification tool and for ultrasound. For magnification, quickly draw a tiny circle on the Touch Screen in the area you'd like to magnify. Draw another circle when it's time to return to regular view. When the icon is set for ultrasound, simply tap an area of the patient's body to send out a sound wave. If there are any hidden foci, they will appear as shadows. Use this to search for tumors or other issues which might be hidden.



Scalpel

Possible Uses Include: making incisions, excising foreign bodies, etc.

The scalpel is used often, from making the initial incision, to excising tumors and exposing problem areas within organs. A guide line will appear when using the scalpel—trace it to make the necessary cut. It's important to make the incision in a single stroke, without lifting the stylus from the Touch Screen. You need to be careful, as the patient's vitals will drop significantly if you miss the guide line, or cut in an unrelated area.



Stitches

Possible Uses Include: suturing incisions

Stitches are used to suture incision areas, the outer rim of a transplant, and various lacerations. Start at one end of the opening and draw a zig-zag along it as if sewing up a wound. If you stray too far away from the area or lift your stylus, the suturing won't be successful. Try to make sure the stitching isn't too narrow or too wide.

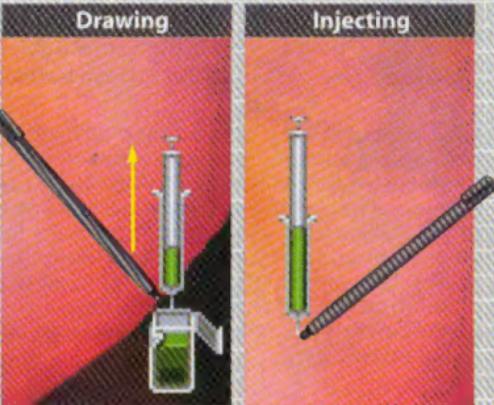




Syringe

Possible Uses Include:
administering medicine

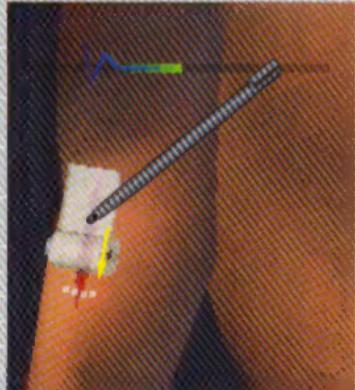
When you select the syringe icon, a number of medicine vials will appear in the bottom right corner of the screen. Touch them and then pull the stylus upward, as if drawing fluid into a syringe. You can control the volume of the medicine this way, so a large amount of medicine can be applied to multiple areas without having to refill. Once there is medicine in the syringe, simply select an area to inject it and press until the syringe is empty.



Bandages

Possible Uses Include: dressing
wounds or incisions

Once you've sutured an incision, you need to bandage the area. You'll begin taping in the spot you touch on the Touch Screen, and tape is applied until you lift the stylus. Apply the bandage along the entire incision, being careful not to use too little or too much tape.



Medical Terminology

Important Medical Terms

Knowing the following terms may help you understand situations and concepts presented in Trauma Center.

Vitals: A combined reading of a patient's blood pressure, pulse, and other life signs. It indicates whether or not the patient is still alive. In this game, it's displayed as a number ranging from 0 to 99.

Glasgow Coma Scale: A system used to quantify levels of consciousness. The score is determined by whether or not the person can comprehend their present situation, or if they're completely unconscious and cannot react to anything.

DHHS: The Department of Health and Human Services. A US Government organization dedicated to providing high quality health care at low cost and with minimal hassle, through a variety of services and programs. In 2018, it's headed by Secretary Richard Anderson—also the head of Caduceus USA.

Briefing / Conference: A meeting held before an operation, where the doctors involved discuss the procedure in detail.

Informed Consent: The consent of a patient to take part in a medical procedure after understanding the facts, and the risks involved. At times, it's difficult for doctors to decide which information is relevant for a patient to know before giving his or her consent.

QOL: Quality of Life. It's important to consider what type of life the patient will face after a given treatment. At times, a doctor may decide that the patient would be happier if he or she did not undergo treatment.

MRI: Magnetic Resonance Imaging. This procedure uses a body's magnetic force to create proton density images of cells, tissues, and organs.

PET: Positron Emission Tomography. A state-of-the-art imaging technique which uses gamma rays to create a three-dimensional image of the human body. It's currently the most effective way to find cancerous cells.

Inflammation: A biological response to rid the body of allergens and infection. This results in a sharp temperature increase to the affected area, which often becomes inflamed and painful.

Carcinoma: A malignant tumor in the epithelial cells which may metastasize to other areas of the body.

Tumor: A lump of tissue resulting from uncontrolled cell growth. Atheromas and carcinomas are two types of tumor.

Suture: The stitching of a wound during or after an operation.

Drainage: The term used for removing liquids that obstruct the view of the operation with the drain.

Cyanosis: A condition in which a person's skin turns blue, due to a loss of oxygen in the blood. Possible causes include a breathing obstruction or a circulatory malfunction.

Strain: A term describing diseases of the same type with slightly varied characteristics.

“Trauma Center: Under the Knife” is in no way an authority on medical terminology. The best way to learn about various surgical procedures in detail would be to take a nursing class or go to medical school.

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GAME HINTS!

Visit our web site at www.atlus.com and click on the "Support" link to see helpful hints that can help you master Trauma Center: Under the Knife!